**Sample Team Contract**

Team Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| GOALS: What are our team goals for this project?  What do we want to accomplish? What skills do we want to develop or refine? |
| Learn core game concepts and common techniques used in developing games.  Achieve a high grade for this semester (So we can continue onto the top-up).  Research and investigate data structures that can be used in game development.  Learn about game algorithms commonly used – (A\* pathfinding, raycasting, etc).  Create a game based on our shared group vision.  Learn the processes and methodologies involved in game development. |
| EXPECTATIONS: What do we expect of one another in regard to attendance at meetings, participation, frequency of communication, the quality of work, etc.? |
| All members are expected to take active involvement in terms of research, development and documenting work done during this project.  Attendance to group meetings is mandatory (exception in cases of prior commitment e.g. work or other responsibilities.)  Member should communicate at least once a week to update each other on progress or any issues encountered during work.  Quality should be kept at a high level, any research done and then used should be properly documented and code should be reviewed and refactored following group / supervisor feedback. |
| POLICIES & PROCEDURES: What rules can we agree on to help us meet our goals and expectations? |
| All members should share work and responsibility between the members.  Members should actively communicate progress / problems to the group to ensure everyone is aware of the project state.  Attendance to agreed group meetings is mandatory (except in cases of prior commitments/ unforeseen emergencies/ sickness).  Tasks are completed in a timely fashion to allow for review / refactoring.  Any problems that would restrict member’s ability to work should be communicated to the group as soon as possible. |
| CONSEQUENCES: How will we address non-performance in regard to these goals, expectations, policies and procedures? |
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We share these goals and expectations, and agree to these policies, procedures, and consequences.

Team member name

Team member name

Team member name

Team member name